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SPY VS SPY™
MAD



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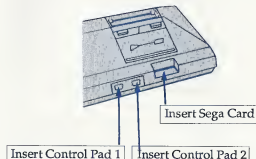
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Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert Control Pad 1 into the "Control 1" input for a one player game, and insert Control Pad 2 into "Control 2" for a two player game.
3. Gently insert the SPY VS SPY™ game card into the Power Base. If the card is properly aligned, it will easily slip into place.
4. Turn the power switch ON. If nothing appears on the screen, check the Sega Card insertion and the Power Base connection to the TV.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge.™



What Actually is The Mission of The Espionage Agents of "SPY vs SPY"?

"HECKEL," the white spy and "JACKEL," the black spy are the characters appearing in "MAD," the American satirical comic magazine, first published in about 1950. They are humorous rivals against each other, staking their lives on destroying the opponent by placing TRAP items to ensnare them. You as HECKEL or JACKEL, do your best to perform like a real masterspy and show everyone just how creative and imaginative your mind really is !



WHITE SPY
HECKEL

(for 1 player)
Player 1

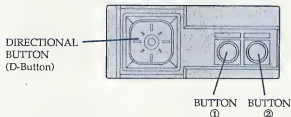
VS



BLACK SPY
JACKEL

(Computer)
Player 2

Taking Control



Directional Button (D-Button)

- Moves the SPY (+)

Button 1 (B-1)

- KICK Button

Button 2 (B-2)

- PUNCH Button
- To open/close the door.
- To take (hold) of the items
(5 items, TRAP items and TRAP prevention items)

HOW -TO-TRAP

1. Make sure that the arrow appears on the TRAPULATOR (use Button 1).
2. Move the arrow to select the TRAP (use D-Button).
3. Hold the TRAP item except for the TIME BOMB (use Button 2).
4. Go to the front of the thing in which the TRAP item is to be placed (use D-Button).
5. Place the TRAP item (use Button 2).

NOTE: See pages 6 ~ 9 for TRAP or TRAPULATOR explanations.

How-To-Play

Purpose of The Game

Within the specified time limit, capture the following 5 items hidden behind the furniture in each room and escape from the exit to the airport !



BAG



PASSPORT



CASH



KEY

CONFIDENTIAL
DOCUMENTS

In the room, the captured items except for the , are shown in the form of a .

As a matter of course, the KICK, PUNCH and TRAP fighting techniques can be applied against the opponent who may be aiming at capturing the same item.

Game Over

In the following cases, the game is over:

- When time is up.
- When the other spy has captured the 5 items and escaped first.

NOTE: Before time has expired, the player can challenge as many times as he wants to, even if he is repeatedly on the receiving end of the foe's PUNCH, KICK and TRAP techniques.

However, if he is downed, the item(s) will be taken away from him by the opponent, resulting in a time loss for the player.

Starting

Push the 1P Control Pad's Button 1.

NUMBER OF PLAYER

1 2

ROUNDS

1 2 3 4 5 6 7 8

COMPUTER LEVEL (1PLAYER)

1 2 3

HIDE AIRPORT UNTIL END

YES NO

PUSH START BUTTON

By using the D-Button, change the white characters into red ones, select the following conditions, and push the START Button.

(A) NUMBER OF PLAYERS

- 1 PLAYER VS. COMPUTER
- 2 PLAYER 1 VS. PLAYER 2

(B) ROUNDS

Select the round you desire. As rounds advance, the number of on-screen rooms increases.

(C) COMPUTER LEVEL (1 PLAYER)

Choose the COMPUTER LEVEL. It can be selected only in the case of 1 player play.

APPLYING KICK, PUNCH

1 (weak) <—> 3 (strong)

APPLYING TRAP

- 1 . . . COMPUTER (JACKEL . . . Black Spy) does not attempt to trap you.
- 2 . . . COMPUTER releases your TRAP.
- 3 . . . COMPUTER applies TRAP and releases your TRAP.

(D) HIDE EXIT TO THE AIRPORT UNTIL THE END

Select whether or not to hide the EXIT to the AIRPORT until you capture the 5 items.

To hide YES
Not to hide NO

Selection

1. To change the white characters of (A) to (D) that you want to play, to red ones (↕).
2. Select the playing conditions (Player 1 or 2, No. of the starting ROUND ... 1 - 8, COMPUTER LEVEL ... 1 - 3, HIDE exit to the AIRPORT UNTIL the END... YES, NO) (↔) and push the START Button.

NOTE: Pushing the START Button without selecting anything will result in automatically starting the game based on 1 for the PLAYER, ROUND & COMPUTER LEVEL and YES to HIDE AIRPORT UNTIL END.

As shown below, the movements of the WHITE SPY and BLACK SPY are simultaneously shown on the screen. As such, the player can plan strategy while watching the enemy's movements.



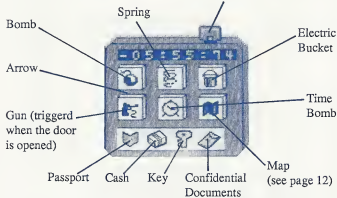
Trapulater (Trapmeter)

TIMER

As rounds advance, the specified time limit will become longer. However, the number of rooms also increases.

WARNING LAMP










When the remaining time shown on the timer becomes less than 1 minute, a blinking and sound warning is given.



Monitor

Capture the 4 items, i.e., the passport, cash, key and the confidential documents, put them in the captured bag that you are holding, and escape from the EXIT to the AIRPORT. In so doing, you successfully clear the round.

To Evade The Hazardous Traps

TRAPS	Where placed	Protective items	Where located
BOMB 	Behind something other than the door.	White bucket containing water. 	Firebox on the left side wall.
SPRING 	Behind something other than the door.	Pliers. 	White toolbox on the right side wall.
ELECTRIC BUCKET (red) 	Beside the closed door.	Umbrella. 	Coatrack.
GUN (triggered when the door is opened) 	Beside the closed door.	Scissors. 	First aid kit on the wall.
TIME BOMB (which explodes in 15 seconds) 	Somewhere in the room.	There are no protective items. Escape from the room where the TIME BOMB is as soon as possible!	



NOTE: • When the opponent spy is in the same room where you are, the TRAPULATOR can't be used.

- You can use the protective items in the above table's specified location as often as you desire. However, pushing the Control Pad's Button 1 will erase the item(s).

To Swiftly Accomplish Your Mission and Escape - (Part 1)

Capture The Bag  First !



- A spy can hold only one item at a time. First, capture the bag  and put the 4 items in it.
- If an item which appears on the monitor is not blinking, it has been located, however when the item is blinking, this signifies that you have captured it. Locate the  as soon as possible.

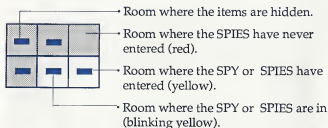
To Swiftly Accomplish Your Mission and Escape - (Part 2)

When you are in the same room as the opponent spy. . .



- You are free to escape to the other room or stay and fight with your foe. However, in order to locate the items in that particular room, you must destroy the enemy first. Also, when you have an item(s) previously captured, it is automatically released and returns behind something in the room. After destroying the enemy, locate the item(s) again.
- When battling with your foe, PUNCH and KICK techniques can be utilized. The enemy spy can be destroyed when he is hit 8 times. Recover your energy by moving to the other room. Hitting each other at the same time will result in no damage.

When You Get Lost, Refer To The Map !



To know the whereabouts of the "room connection," "rooms where the items are hidden," or "your own position," select the MAP by using the TRAPULATOR and push the Control Pad's Button 2.

Scores

TO WIN in KICKING/PUNCHING 80 points
 Snatching away an item captured by the enemy. . 60 points
 Using a protective item 40 points
 Placing a TRAP 30 points
 To lose in KICKING/PUNCHING minus 20 points
 Using the MAP minus 70 points
 Downed by a TRAP minus 80 points
 Winning the game . . (remaining time in seconds x 7) points

Helpful Hints

First of all, become proficient in capturing the 5 items ! After mastering the various other ways of playing the game, you can maximize your enjoyment by referring to the MAP, reading the enemy's movements, trapping or evading a trap, etc.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
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Score				

Date				
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Score				

Scorebook

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Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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South San Francisco, CA 94080

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